Application/Control Number: 10/595,163

Art Unit: 3718

## ALLOWANCE

## Reasons for Allowance

The following is an examiner's statement of reasons for allowance:

The closest prior art for the features of the claimed invention are Namba et al. (US Patent 6,494,783; hereinafter Namba), Hoshino (JP Patent Application Publication 2001-12949), Rimoto et al. (US Patent 6,503,144; hereinafter Rimoto), Sterchi et al. (US Patent Application Publication 2005/0153764; hereinafter Sterchi).

However, Namba alone or in combination with Hoshino, Rimoto, and Sterchi does not disclose a non-transitory computer readable medium and video game method including

"a video game program that causes a computer to implement a video game that is executed by means of a controller, in which a character and a moving object are displayed on a monitor, and the moving object is dispatched by the character having a dispatching form that is a posture of the character at a point of dispatching the moving object, the video game program comprising: code programed to receive an operation initiation request from the controller in order to cause the character to initiate a dispatch operation until the moving object is dispatched; code programed to display the dispatch operation of the character on the monitor when the operation initiation request is received: code programed to receive a request to dispatch the moving object from the controller when the dispatch operation of the character is continuously displayed on the monitor; code programed to set the point of dispatching the moving object from the character according to a timing at which the dispatch request is received, and to set deviance in a trajectory of the moving object between the point and a destination based on the dispatching form of the character wherein the moving object is controlled to move from the point to the destination on the basis of the deviance; code programed to

Application/Control Number: 10/595,163

Art Unit: 3718

display the moving object controlled on the monitor; the code programed to set the point of dispatching the moving object including code programed to control the deviation of the moving object in the trajectory on the basis of the dispatching form of the character, and controlling the point of dispatching the moving object when the dispatch operation of the character is continuously displayed on the monitor."

Thus, the claimed invention is not anticipated by nor obvious over the closest prior art.

Any comments considered necessary by applicant must be submitted no later than the payment of the issue fee and, to avoid processing delays, should preferably accompany the issue fee. Such submissions should be clearly labeled "Comments on Statement of Reasons for Allowance."

Any inquiry concerning this communication or earlier communications from the examiner should be directed to ARTHUR O. HALL whose telephone number is (571)270-1814. The examiner can normally be reached on Mon - Fri, 8:00am - 5:00 pm, Alt Fri, EST.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Peter Vo can be reached on (571) 272-4690. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Application/Control Number: 10/595,163 Page 4

Art Unit: 3718

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/ARTHUR O. HALL/ Primary Examiner, Art Unit 3718